include, but is not limited to, whether the object is in a location that is designated as important, as indicated at **420**, and/or whether the object is in sufficiently close proximity to another tracked object, as indicated at **422**.

[0042] Further, an importance score also may be assigned based at least partially upon a time at which a user interaction occurs, as indicated at **424**. The time may comprise a designated important time **426**, a temporal proximity between the user interaction with the object and a change in user context or other notable event, and/or any other suitable temporal factors. It will be understood that a location and/or a time may be designated as important in any suitable manner, including but not limited to by a user, by a developer and/or manufacturer, via adaptive learning, etc. It also will be understood that an importance score may be assigned in any other suitable manner. For example, in some embodiments, a user may assign an importance score to an object. In such embodiments, the user-assigned score may be assigned permanently, or may be an initial value that is later varied based upon user interactions with the object. Likewise, in other embodiments, an application may choose an importance score based upon any other suitable factors than location and/or time.

[0043] If the inanimate moveable object is determined to be a tracked object, then method **400** comprises, at **430**, storing information regarding the state of the object. Stored state information may include, but is not limited to, location information and/or information regarding a value of a variable physical property of the object. Further, the state information may be stored locally, as indicated at **432**, and/or sent to a remote service for remote storage, as indicated at **434**.

[0044] Method **400** next comprises, at **436**, detecting a trigger to provide a output of notification of a state of a tracked object. Any suitable trigger may be used. For example, as indicated at **438**, the trigger may comprise a user input requesting information regarding the state of the object, such as a request to locate a lost object. Further, as indicated at **440**, the trigger may comprise a detected value of a variable physical property of the object meeting a threshold condition. As yet another example, as indicated at **442**, the trigger may comprise a detected time, location, and/or other object that is contextually associated with a tracked object. For example, detecting that a user is walking through a dairy section of a grocery store may trigger the output of a notification of a reminder to buy milk if an absence/low level of milk has previously been detected in the user's refrigerator. Likewise, where a user is at a location other than home, detecting a trigger may comprise detecting that a user has moved a predetermined distance from a personal item. As a more specific example, a trigger may be detected where a user sets down a wallet in a restaurant and then walks away from the table or outside of the building. It will be understood that the triggers described above are presented for the purpose of example, and are not intended to be limiting in any manner.

[0045] Upon detecting the trigger, method **400** comprises, at **444**, providing an output of a notification of the state of the object. Any suitable output may be provided, including audio **446** and/or visual outputs **448**. Examples of suitable visual outputs include, but are not limited to, augmented reality imagery using a see-through display device, as described above with regard to FIG. **1**. Further, information regarding the state may be obtained from local storage, or

from a remote service. Where the information is obtained from a remote service, the information may be obtained from the user's account, another trusted user's account, as described above, or from any other suitable source.

[0046] The notification may comprise any suitable information. For example, as indicated at **450**, the notification may inform a user of a most recently stored location of the object. As more specific examples, the notification may highlight a physical location of an object in a background scene, and/or may comprise directions (arrows, lines, text, etc.) that lead the user to a most recent location. A notification also may comprise an alert that a user has left the object behind in a public place. Further, the notification may comprise information regarding a detected value of a variable physical property of the object. For example, in the case where a milk carton meets a threshold state of emptiness, the notification may comprise a reminder to buy more milk, and/or an option to perform an online purchase of more milk.

[0047] Further, in some embodiments, a notification may include an image of the object being sought. This may help to locate an object in cases where similar looking variants of the object exist. For example, if a user is seeking a set of keys and a display device has information on four sets of keys that look similar, the display device may show images of the four sets of keys to allow the user to select the set being sought. Further, an image of a current setting of the object may be displayed. For example, if a set of keys being sought are currently on a nightstand, the display device may display an image of the keys on the nightstand to show the user the actual location of the keys.

[0048] In this manner, the states of objects may be tracked automatically for users, thereby facilitating the location of lost objects and/or the tracking of any other suitable object state. In some embodiments, the above described methods and processes may be tied to a computing system including one or more computers. In particular, the methods and processes described herein may be implemented as a computer application, computer service, computer API, computer library, and/or other computer program product.

[0049] FIG. **5** schematically shows a nonlimiting computing system **500** that may perform one or more of the above described methods and processes. Computing system **500** is shown in simplified form. It is to be understood that virtually any computer architecture may be used without departing from the scope of this disclosure. In different embodiments, computing system **500** may take the form of a mainframe computer, server computer, desktop computer, laptop computer, tablet computer, home entertainment computer, network computing device, mobile computing device, mobile communication device, see-through display device, near-eye display device, gaming device, etc., including but not limited to the see-through displays and other computing devices described herein with reference to FIGS. **1-4**.

[0050] Computing system **500** includes a logic subsystem **502** and a data-holding subsystem **504**. Computing system **500** may optionally include a display subsystem **508**, communication subsystem **506**, and/or other components not shown in FIG. **5**. Computing system **500** may also optionally include user input devices such as keyboards, mice, game controllers, cameras, microphones, and/or touch screens, for example.

[0051] Logic subsystem **502** may include one or more physical devices configured to execute one or more instruc-